

LANDING ON TERRITORIES

Territory not owned? – Receive Title and resources – advance CRF the number of points earned – allocate resources to Territory’s Base Plate.
(Note: Players are not required to stack more than 2 of each R-Unit on a Territory)

Land on your own Territory?

- Draw an OPs card, attempt to Clean House, if applicable, **and** choose to either:
 - Roll again to advance further **OR**
 - Attack another Territory in the same quadrant, from the Territory landed upon, or in another quadrant, as an OPs card may permit.

Land on another player’s Territory?

- Pay Conference Costs **OR**
- Attempt to takeover the Territory (from a Territory you own in the same quadrant, or from another quadrant, as an OPs card may permit).

(See QRC Side 4 “Aggression” for details.)

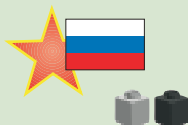
INDEPENDENT TERRITORIES

When landing on ISRAEL, RUSSIA and INDIA, players may purchase scarce resources.

Players roll two 6-sided dice to determine R-Unit availability.
 Example: roll a nine, player may purchase up to 9 R-Units at 5 EU apiece.
 A player’s turn ends with the conclusion of business.



ISRAEL = FOOD



RUSSIA = UCP / NS-Units



INDIA = UCP / FOOD

WHEN LANDING ON SWITZERLAND

- Players automatically receive 10 EU and 5 CR-points
- Players may purchase R-Units from an Independent Territory of their choice and must roll the dice for market availability, as mentioned above.



GUILDS



CORE ENERGY



SOLAR SATELLITE



WIND & WAVE



FRESH WATER

When landing on a Guild not yet owned:

Players receive 4 points, the Title to the Guild and its R-Unit stock.

When landing on a Guild that is already owned:

Players become the Guild’s new owner/operator and receive all remaining R-Units in the Guild Stock (GS) from the previous owner.

- Guild owners are required to keep the GS separate from Personal Stock (PS).
- Guild owners must sell up to 3 R-Units remaining in the GS to any player wanting to buy on their turn. Rates are on the back of the Guild Title.
- Guild owners may transfer up to three R-Units from their GS to their PS or Territories they own, each time on their turn.

CARD FIELDS

When landing on OPs-MISSION and INFLUENCE card fields:

- Players draw a card and may roll again.
- When landing on a card field a second time after having already rolled again, players may pull another card, but *not* roll a third time on the same turn.
- Players may hold up to 3 OPs, 3 Influence and 3 Mission cards in their hand at once. When pulling a 4th of any card sort, one card of that sort must be returned to the bottom of the stack.

O.R.S.S. (Orbital Rocket Shuttle Service)

When landing on an O.R.S.S. base, players may choose to “fly” immediately to any of the other 3 bases and/or roll again immediately.

